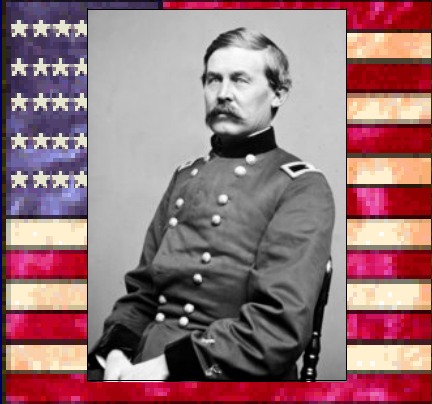


Officer

3



**Brigadier General  
John Buford**

Officer

1



**General Alexander  
Schimmelfennig**

Officer

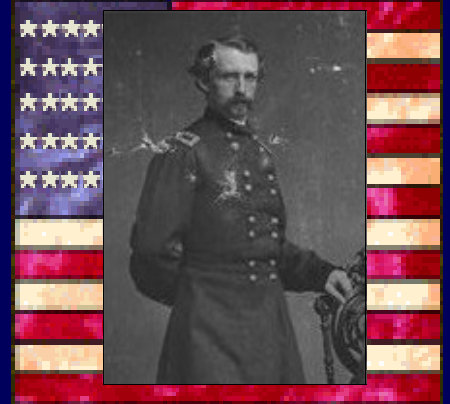
1



**General Daniel  
Sickles**

Officer

1



**Brigadier General  
George Armstrong  
Custer**

Officer

2



**General Abner  
Doubleday**

Officer

2



**General O. O.  
Howard**

Officer

2



**Major General  
John Reynolds**

Officer

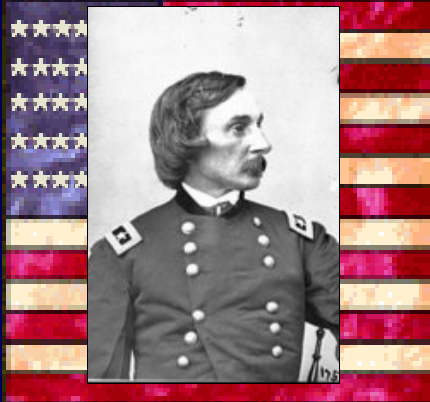
2



**Major General  
Winfield Scott  
Hancock**

Officer

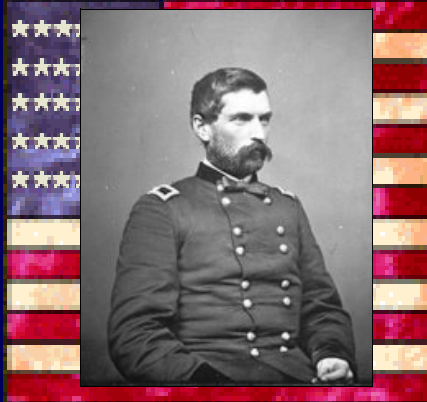
2



**Brigadier General  
Gouverneur  
Warren**

Officer

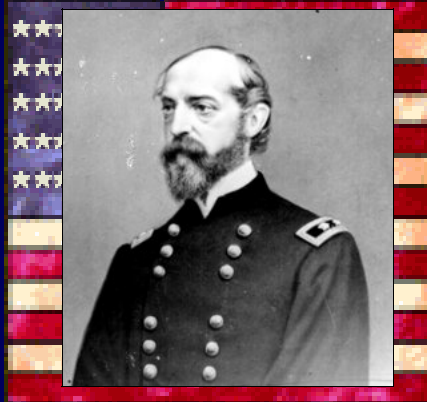
2



**Brigadier General  
John Gibbon**

Officer

4



**Major General  
George Meade**

Officer

1



**General Richard  
Ewell**

Officer

2



**Lieutenant General  
James Longstreet**

Officer

2



**Brigadier General  
Lewis Armisted**

Officer

3



**General Ambrose  
P. Hill**

Officer

3



**Major General  
George Pickett**

**Officer**

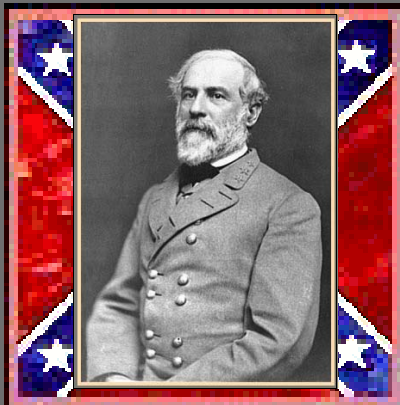
**5**



**Major General  
Jeb Stuart**

**Officer**

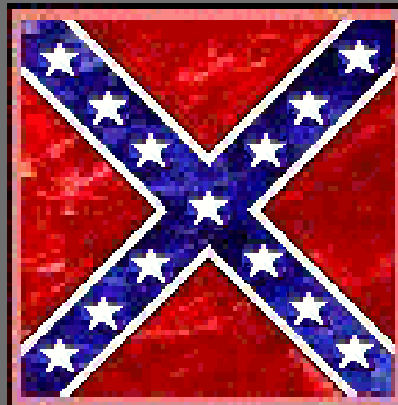
**6**



**General  
Robert E. Lee**

**Unit**

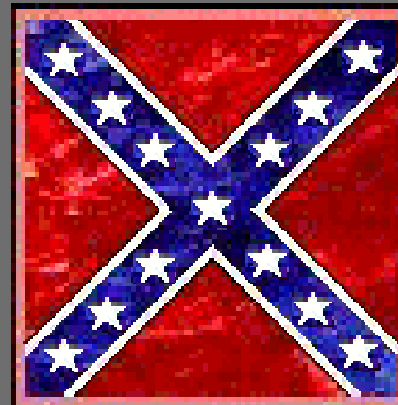
**6**



**1st Corps**

**Unit**

**6**



**2nd Corps**

**Unit**

**3**



**1st Corps**

**Unit**

**3**



**3rd Corps**

**Unit**

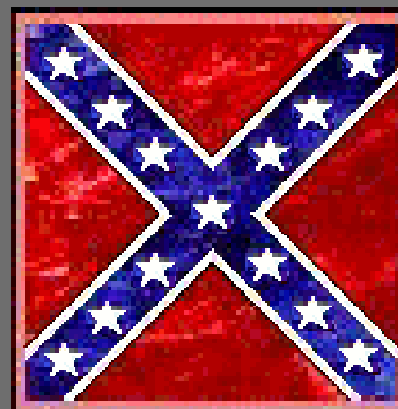
**3**



**11th Corps**

**Unit**

**6**



**3rd Corps**

**Unit** **3**



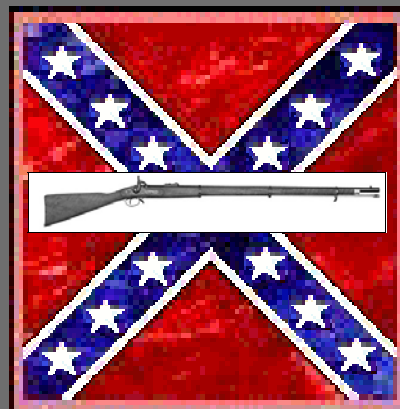
**3rd Division**

**Unit** **3**



**1st Cavalry  
Division**

**Battle** **1**



**Enfield Rifle**

**Battle** **2**



**Smoothbore  
12-Pounder**

**Battle** **3**



**Confederate  
Sharpshooters**

**Battle** **3**



**Rebel Yell**

**Battle** **6**



**Army of  
Northern Virginia**

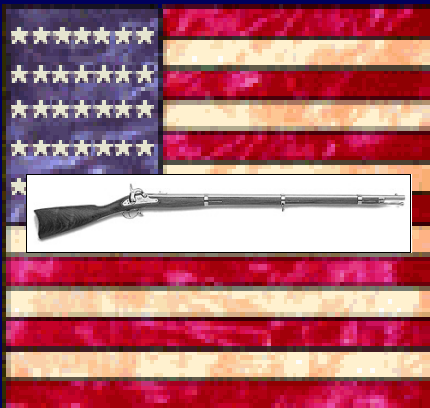
**Battle** **1**



**Spencer Repeating  
Carbine**

**Battle**

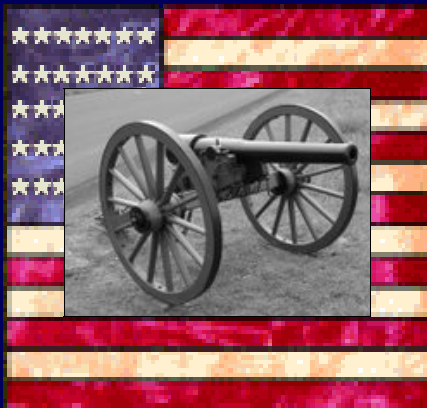
**1**



**Springfield Rifle  
Musket**

**Battle**

**2**



**Parrot  
10-Pounder**

**Battle**

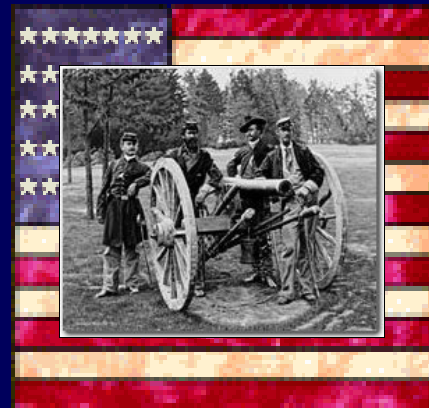
**2**



**Defense  
In Depth**

**Battle**

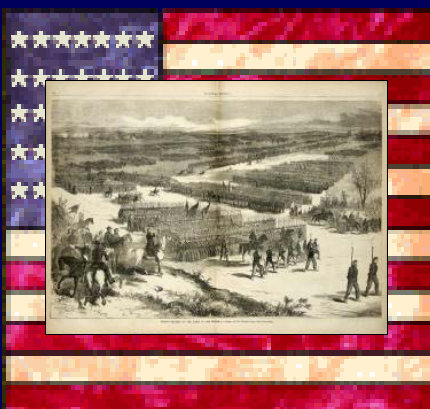
**2**



**Union Field  
Batteries**

**Battle**

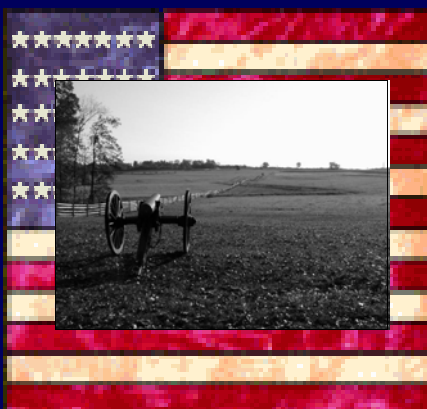
**3**



**Army of the  
Potomac**

**Battle**

**4**



**Longstreet's  
Hesitation**

**Battle**

**4**



**Pickett's Charge**

**Location**

**1**



**Round Top**



Location

1



**Trostle Farm**

Location

2



**Cemetery Ridge**

Location

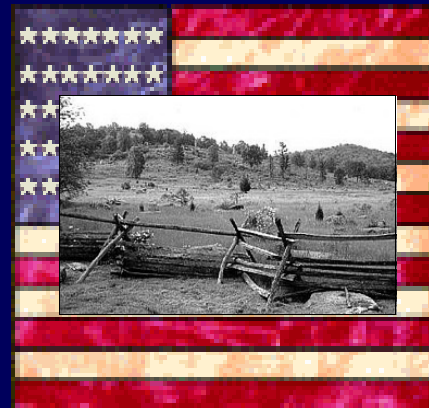
3



**Culp's Hill**

Location

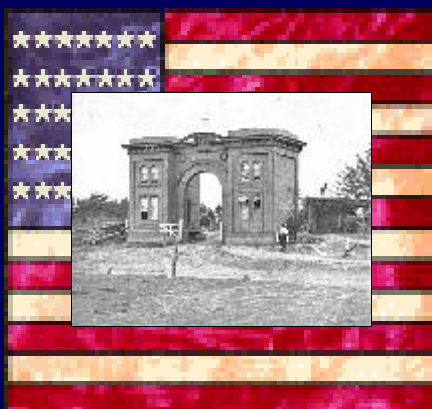
3



**Little Round Top**

Location

4



**Cemetery Hill**

Location

2



**Lutheran  
Seminary**

Location

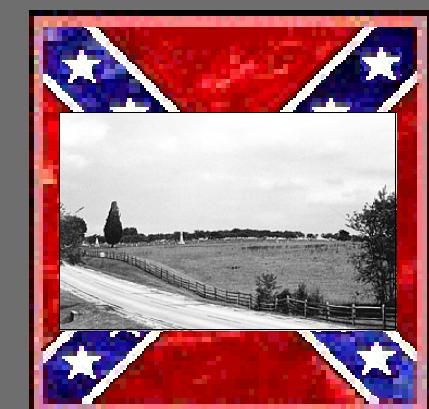
3



**Seminary  
Ridge**

Location

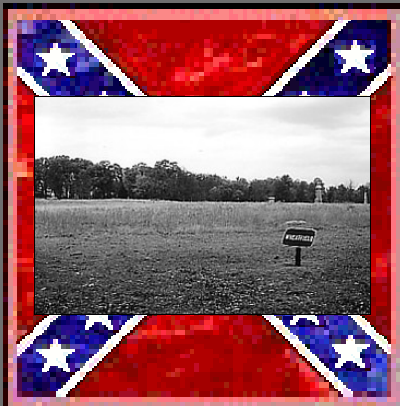
3



**The Peach  
Orchard**

**Location**

**3**



**The Wheatfield**

**Location**

**3**



**Devil's Den**

**Battle**

**2**



**Barrage**

**Battle**

**2**



**Bombardment**

## Instructions—1

### Setup

2 players using common deck and discard pile. One Union Player. One Confederate Player.

### Play

Players alternate turns as the Active player. Confederate is the first Active player. Reshuffle the discard pile as needed.

### Turn Sequence

#### Plan Phase

Both players draw to fill their hand to 6 cards. Active player draws first.

#### March Phase

Both players discard as many cards as they choose and redraw to 6 cards. Active player draws first.

## Instructions—2

### Attack Phase

Players can only use cards for their side (Union/Confederate) or those with no side designation.

Each player can play 1 Officer, 1 Unit, and 2 Battle cards. The Active player may also play 1 Location card. Choose cards secretly and play all at once.

Add up the value of played cards for each player. Higher total wins the turn. Union wins all ties.

Played cards are discarded.

### Victory

First player to win 5 turns. Use the 5 Flag cards for each side to count wins.

*Rules from Lloyd Krassner  
www.angelfire.com/games2/warpspawn/*

